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15TH JUNE 2025

RETRO Magazine

HALO WARS

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HALO WARS

HALO WARS IS A REAL TIME STRATEGY GAME SET IN THE HALO UNIVERSE, DEVELOPED BY ENSEMBLE STUDIOS AND PUBLISHED BY MICROSOFT GAME STUDIOS.

THE GAME WAS RELEASED IN 2009 FOR THE XBOX 360 CONSOLE.

THE GAME TAKES PLACE IN THE YEAR 2525, 21 YEARS BEFORE THE EVENTS OF THE FIRST HALO GAME.

HALO WARS

RETRO Magazine HALO WARS GAMER

HALO WARS

THE STORY FOLLOWS THE CREW OF THE UNSC SPIRIT OF FIRE, A UNSC SHIP THAT IS ON A MISSION TO INVESTIGATE AN ANCIENT FORERUNNER SHIP.

THE CREW SOON DISCOVERS THAT THE COVENANT IS ALSO AFTER THE SHIP, AND A BATTLE ENSUES.

HALO WARS

HALO WARS

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HALO WARS

HALO WARS FEATURES TRADITIONAL REAL-TIME STRATEGY REAL GAMEPLAY, WITH PLAYERS COLLECTING RESOURCES, BUILDING BASES, AND TRAINING UNITS TO BATTLE AGAINST THE ENEMY.

RESOURCE GATHERING: PLAYERS COLLECT RESOURCES SUCH AS SUPPLIES AND POWER TO BUILD AND UPGRADE THEIR BASE AND UNITS.

HALO WARS

HALO WARS

PLAYERS CAN TRAIN A VARIETY OF UNITS, INCLUDING INFANTRY, VEHICLES, AND AIRCRAFT.

PLAYERS CAN ALSO BUILD AND UPGRADE THEIR BASE, INCLUDING STRUCTURES SUCH AS BARRACKS, VEHICLE FACTORIES, AND TURRETS.

HALO WARS RECEIVED GENERALLY POSITIVE REVIEWS FROM CRITICS, WITH PRAISE FOR ITS ENGAGING GAMEPLAY.

HALO WARS

HALO WARS 2

HALO WARS 2 IS A REAL-TIME STRATEGY VIDEO GAME DEVELOPED BY 343 INDUSTRIES AND CREATIVE ASSEMBLY, AND PUBLISHED BY MICROSOFT STUDIOS.

IT WAS RELEASED ON FEBRUARY 21, 2017, FOR XBOX ONE AND WINDOWS 10.

HALO WARS 2

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HALO WARS 2

THE GAME TAKES PLACE AFTER THE EVENTS OF THE FIRST HALO WARS AND SERVES AS A SEQUEL.

THE STORY REVOLVES AROUND THE RETURN OF THE ARBITER, A RESPECTED ELITE LEADER, AND HIS ATTEMPT TO UNITE THE WARRING FACTIONS OF THE COVENANT.

HALO WARS 2

HALO WARS 2

HOWEVER, A NEW AND POWERFUL THREAT EMERGES IN THE FORM OF THE FLOOD, A PARASITIC ALIEN SPECIES.

HALO WARS 2 FEATURES A SINGLE-PLAYER CAMPAIGN WITH A FOCUS ON CO-OP GAMEPLAY.

HALO WARS 2

RETRO Magazine HALO WARS GAMER

HALO WARS 2

THE GAME ALLOWS FOR TWO PLAYERS TO PLAY THROUGH THE CAMPAIGN TOGETHER, WITH ONE PLAYER CONTROLLING THE UNSC FORCES AND THE OTHER CONTROLLING THE COVENANT FORCES.

THE GAME ALSO FEATURES A VARIETY OF MULTIPLAYER MODES, INCLUDING COMPETITIVE AND COOPERATIVE PLAY.

HALO WARS 2

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HALO WARS 2

THE GAME FEATURES A WIDE VARIETY OF UNITS FROM THE HALO UNIVERSE, INCLUDING UNSC FORCES, COVENANT FORCES, AND FORERUNNER UNITS.

PLAYERS CAN BUILD AND UPGRADE VARIOUS BASES AND BUILDINGS TO CREATE A STRONG ECONOMY AND MILITARY PRESENCE.

HALO WARS 2

HALO WARS 2

THE GAME INTRODUCES A NEW PLAYABLE FACTION, THE BANISHED, A GROUP OF ROGUE FORERUNNERS WHO SEEK TO RECLAIM THE GALAXY FOR THEMSELVES.

PLAYERS CAN CONTROL THE BANISHED AND THEIR ADVANCED UNITS, INCLUDING THE POWERFUL PROMETHEAN KNIGHTS.

HALO WARS 2

RETRO Magazine HALO WARS GAMER

HALO WARS 2

HALO WARS 2 RECEIVED GENERALLY POSITIVE REVIEWS FROM CRITICS, WITH PRAISE FOR ITS ENGAGING CAMPAIGN, IMPROVED MULTIPLAYER, AND FAITHFULNESS TO THE HALO FRANCHISE.

HALO WARS 2

HALO: SPARTAN ASSAULT

HALO: SPARTAN ASSAULT IS A TOP-DOWN THIRD-PERSON SHOOTER DEVELOPED BY VANGUARD GAMES AND PUBLISHED BY 343 INDUSTRIES.

IT'S AN ACTION-ORIENTED GAME THAT FOCUSES ON FAST-PACED COMBAT AND STRATEGIC DECISION-MAKING.

HALO
SPARTAN ASSAULT

HALO: SPARTAN ASSAULT

THE GAME TAKES PLACE IN THE YEAR 2526, CONCURRENT WITH THE EVENTS OF HALO: REACH AND HALO 4.

THE STORY FOLLOWS AN ANONYMOUS SPARTAN-IV SUPER-SOLDIER, WHO IS TASKED WITH COMPLETING VARIOUS MISSIONS ON THE FORERUNNER PLANET OF DRAETHEUS-V.

HALO SPARTAN ASSAULT

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HALO SPARTAN ASSAULT

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HALO: SPARTAN ASSAULT FEATURES FAST-PACED THIRD-PERSON SHOOTER GAMEPLAY WITH A FOCUS ON MOVEMENT, COVER, AND STRATEGIC DECISION-MAKING.

PLAYERS CONTROL THEIR SPARTAN CHARACTER USING A CONTROL STICK TO MOVE, SHOOT AND PERFORM MELEE ATTACKS.

HALO SPARTAN ASSAULT

HALO: SPARTAN ASSAULT

THE GAME USES A TOP-DOWN PERSPECTIVE, SIMILAR TO A 2D SHOOTER, BUT WITH A 3D TWIST.

THIS ALLOWS FOR MORE IMMERSIVE AND ENGAGING GAMEPLAY.

THE GAME FEATURES A VARIETY OF LEVELS AND MISSIONS, EACH WITH ITS OWN OBJECTIVES AND CHALLENGES.

HALO
SPARTAN ASSAULT

HALO: SPARTAN ASSAULT

PLAYERS CAN COMPETE IN LEADER-BOARDS TO EARN HIGH SCORES AND COMPETE AGAINST OTHER PLAYERS.

HALO: SPARTAN ASSAULT IS A TOP-DOWN THIRD-PERSON SHOOTER SET IN THE YEAR 2526.

IT FOLLOWS AN ANONYMOUS SPARTAN-IV SUPER-SOLDIER ON MISSIONS ON THE FORERUNNER PLANET DRAETHEUS-V.

HALO
SPARTAN ASSAULT

HALO: SPARTAN ASSAULT

THE GAME EMPHASIZES FAST-PACED COMBAT, MOVEMENT, AND STRATEGIC DECISION-MAKING, FEATURING A TOP-DOWN PERSPECTIVE THAT ALLOWS FOR IMMERSIVE GAMEPLAY.

RELEASED INITIALLY ON WINDOWS PHONE 8 AND LATER ON XBOX ONE, XBOX 360 IN 2013.

HALO
SPARTAN ASSAULT

HALO: SPARTAN STRIKE

HALO: SPARTAN STRIKE IS A TOP-DOWN SHOOTER THAT SERVES AS A SEQUEL TO HALO: SPARTAN ASSAULT.

IT WAS RELEASED IN 2015 ON VARIOUS PLATFORMS INCLUDING WINDOWS, WINDOWS PHONE, AND XBOX PLATFORMS.

HALO
SPARTAN STRIKE

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HALO SPARTAN STRIKE

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HALO: SPARTAN STRIKE

SIMILAR TO ITS PREDECESSOR, SPARTAN STRIKE IS A FAST-PACED, ACTION-PACKED, TOP-DOWN SHOOTER THAT FOCUSES ON COMBAT AND STRATEGIC GAMEPLAY.

PLAYERS CONTROL A SPARTAN IN VARIOUS MISSIONS, BATTLING AGAINST COVENANT FORCES AND PROMETHEANS.

HALO SPARTAN STRIKE

HALO: SPARTAN STRIKE

THE GAME IS SET DURING THE EVENTS OF THE HALO 2 TIMELINE.

THE GAME EMPHASIZES MOVEMENT AND TACTICAL USE OF COVER.

SPARTAN STRIKE OFFERS A DIVERSE ARSENAL OF WEAPONS AND VEHICLES FROM THE HALO UNIVERSE, ALLOWING PLAYERS TO SWITCH BETWEEN DIFFERENT LOAD-OUTS AS THEY PROGRESS THROUGH MISSIONS.

HALO SPARTAN STRIKE

HALO: SPARTAN STRIKE

THE GAME FEATURES VARIOUS MISSIONS WITH DISTINCT OBJECTIVES, INCLUDING ELIMINATING ENEMIES, SECURING ZONES, AND SURVIVING WAVES OF ATTACKERS.

PLAYERS ENCOUNTER A WIDE RANGE OF ENEMIES, INCLUDING FAMILIAR FOES FROM THE HALO SERIES.

HALO
SPARTAN STRIKE

HALO: SPARTAN STRIKE

HALO: SPARTAN STRIKE RECEIVED GENERALLY POSITIVE REVIEWS FOR ITS ENGAGING GAMEPLAY AND VISUAL QUALITY.

HALO: SPARTAN STRIKE WAS WELL RECEIVED BY FANS LOOKING FOR A QUICK ACTION EXPERIENCE IN THE HALO UNIVERSE.

HALO SPARTAN STRIKE

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HUNTER THE RECKONING

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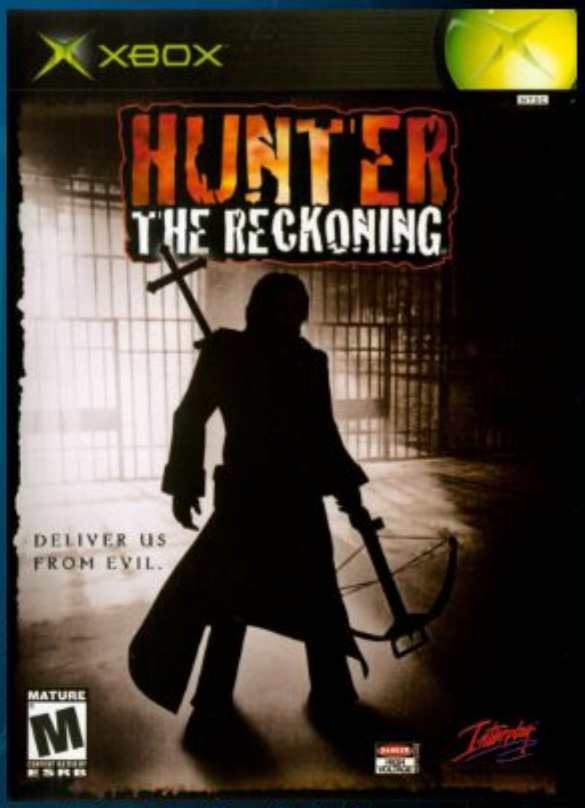
Hunter The Reckoning X-box



"Hunter: The Reckoning" is an action-adventure video game developed by High Voltage Software and published by Interplay Entertainment.

Released for the Xbox in 2002, it is set in the World of Darkness universe created by White Wolf Publishing, which features supernatural elements like vampires, werewolves, and other monsters.

In the game, players take on the roles of hunters who fight against various supernatural threats after being marked by a mystical force.

Players can choose from different characters, each with unique abilities and skills.

HUNTER THE RECKONING

RETRO Magazine

HUNTER THE RECKONING

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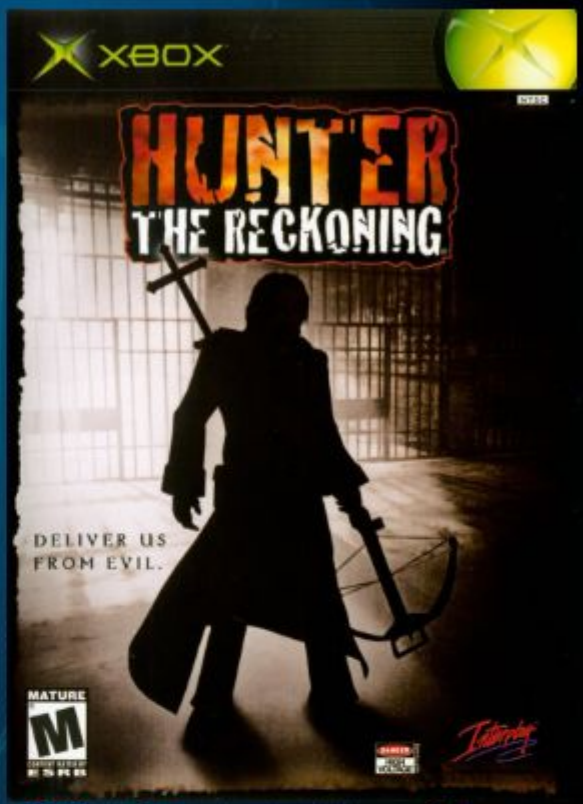
Hunter The Reckoning X-box



The gameplay combines beat 'em up mechanics with elements of exploration and role-playing, allowing for cooperative multiplayer sessions.

"Hunter: The Reckoning" is known for its arcade-style gameplay, engaging story lines, and dark atmosphere, reflecting the themes of the larger World of Darkness lore.

It received mixed reviews upon release.

Hunter: The Reckoning is set in the prison town Ashcroft in the World of Darkness.

Ashcroft Penitentiary, has been taken over by vampires as their feeding grounds for the last 50 years, and the warden has been embraced by the vampires, turned into one himself.

HUNTER THE RECKONING

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SHINING FORCE CD

(SEGA CD, 1994)

"SHINING FORCE CD" IS A TACTICAL ROLE-PLAYING GAME DEVELOPED BY CAMELOT SOFTWARE PLANNING AND PUBLISHED BY SEGA FOR THE SEGA CD IN 1994.

IT IS PART OF THE "SHINING" SERIES, WHICH IS KNOWN FOR COMBINING STRATEGY ELEMENTS WITH TRADITIONAL ROLE PLAYING GAME MECHANICS.

SHINING FORCE CD" FEATURES GRID-BASED TACTICAL BATTLES WHERE PLAYERS MOVE CHARACTERS ON A BATTLEFIELD TO ENGAGE ENEMIES.

CHARACTERS CAN LEVEL UP, GAIN ABILITIES, AND EQUIP WEAPONS AND ARMOR.

RETRO Magazine SEGA GAMER

SHINING FORCE CD

(SEGA CD, 1994)

THE GAME INCLUDES STORIES AND CHARACTERS FROM "SHINING FORCE" AND "SHINING FORCE II," WITH A BRANCHING NARRATIVE THAT ALLOWS PLAYERS TO EXPERIENCE DIFFERENT STORY LINES.

PLAYERS CONTROL A NEW PROTAGONIST WHILE INTERACTING WITH FAMILIAR CHARACTERS FROM PREVIOUS GAMES.

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SHINING FORCE CD

(SEGA CD, 1994)

THE SEGA CD VERSION OFFERS ENHANCED GRAPHICS COMPARED TO ITS 16-BIT COUNTERPARTS, WITH ANIMATED CUT SCENES AND IMPROVED AUDIO.

THE GAME FEATURES A RICH SOUNDTRACK AND VOICE ACTING, WHICH WERE ADVANCED FOR ITS TIME.

PLAYERS CAN EXPERIENCE DIFFERENT SCENARIOS, GIVING THEM A CHANCE TO SEE VARIOUS OUTCOMES AND STORY LINES BASED ON THEIR CHOICES.

THIS ADDS SIGNIFICANT REPLAY VALUE TO THE GAME.

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SHINING FORCE CD

(SEGA CD, 1994)

SHINING FORCE CD" IS OFTEN PRAISED FOR ITS ENGAGING GAMEPLAY AND STORYTELLING.

SHINING FORCE CD" IS OFTEN PRAISED FOR ITS ENGAGING GAMEPLAY AND STORYTELLING.

IT MAINTAINED THE POPULARITY OF THE SHINING SERIES AND CONTRIBUTED TO THE GENRE'S EVOLUTION, SOLIDIFYING CAMELOT'S REPUTATION IN DEVELOPING TACTICAL ROLE PLAYING GAMES.

SHINING FORCE CD" IS CHERISHED BY FANS OF THE SERIES.

STORYTELLING, AND CHARACTER DEVELOPMENT THAT HAS BECOME A HALLMARK OF THE FRANCHISE.

RETRO Magazine

Skies of Arcadia

RETRO GAMER

Skies of Arcadia (Dreamcast)

"Skies of Arcadia" is a classic Role Playing game developed by Overworks and released for the Sega Dreamcast in 2000 (in Japan) and 2001 (in North America).

It is widely regarded as one of the standout titles for the Dreamcast and an influential game in the Role Playing game genre.

The game is set in a vibrant world composed of floating islands and skies where players explore airships and engage in naval battles.

The plot follows a young sky pirate named Vyse and his friends as they seek to thwart the evil Valuan Empire which is attempting to gain control over the world with the help of ancient powers.

Skies of Arcadia

RETRO Magazine

Skies of Arcadia

GAMER

Skies of Arcadia (Dreamcast)

"Skies of Arcadia" features traditional turn-based combat where characters can use various abilities magic and "influence" to gain the upper hand against enemies.

- Players can also engage in ship-to-ship battles requiring strategic thinking to defeat enemy ships and gain treasures.

The game emphasizes exploration of both land and sky with players able to discover new islands and uncover hidden secrets and treasures.

- The atmosphere of exploration is enhanced by a variety of areas to visit, each with unique cultures and characters.

RETRO Magazine

Skies of Arcadia

RETRO GAMER

Skies of Arcadia (Dreamcast)

- Players can recruit a diverse cast of characters each with their own backstories and abilities enhancing the game's narrative depth.

Characters can level up and acquire new skills and equipment throughout the journey.

- The graphics while dated by modern standards are colorful and beautifully styled capturing the whimsical and adventurous spirit of the game.

- The soundtrack composed by Yutaka Minobe and others is well-regarded and contributes significantly to the game's atmosphere.

RETRO Magazine

Skies of Arcadia

RETRO GAMER

Skies of Arcadia (Dreamcast)

- "Skies of Arcadia" has garnered a strong fan following over the years and has been praised for its engaging story memorable characters and adventurous spirit.

- It was later re-released as "Skies of Arcadia Legends" for the Nintendo Game-cube which included additional content and enhancements.

In summary, "Skies of Arcadia" is celebrated for its imaginative world engaging gameplay and memorable story making it a beloved classic among Role Playing Game enthusiasts and a defining title for the Sega Dreamcast.

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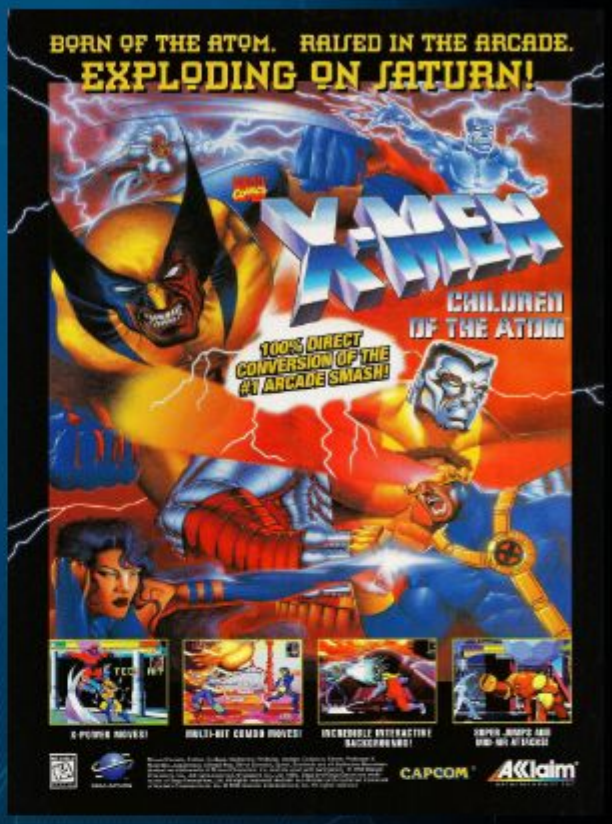
X-MEN CHILDREN OF THE ATOM

RETRO GAMER

X-men Children of the Atom (Sega Saturn)



"X-Men: Children of the Atom" is a fighting game developed by Capcom and released for the Sega Saturn in 1994.

It was based on the popular X-Men comic book series and featured a unique blend of fighting gameplay and role-playing elements.

X-MEN CHILDREN OF THE ATOM

- The game follows a story mode where the player controls the X-Men team as they battle against various enemies including the villainous Mr Sinister and his Brotherhood of Mutants.

- The story is structured around a series of battles and the player's choices can influence the outcome of the story.

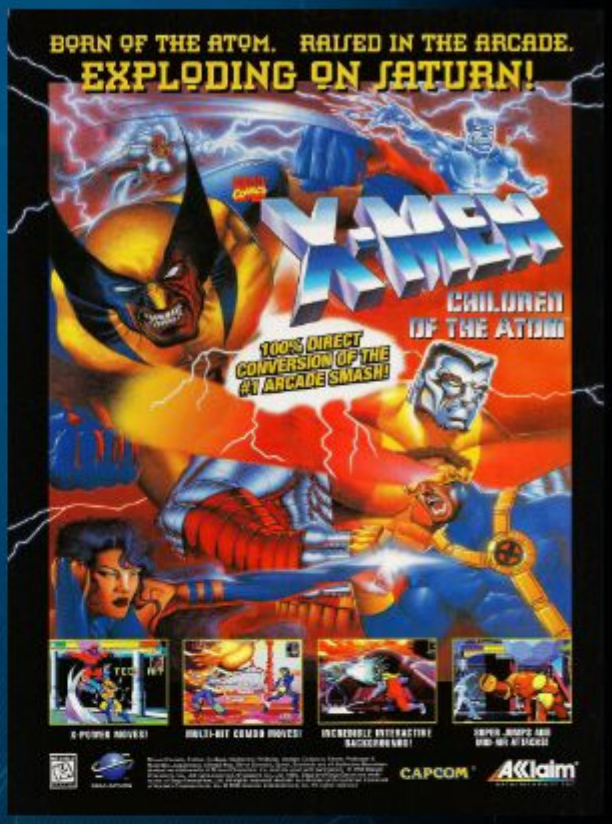
SEGA SATURN

RETRO Magazine

X-MEN CHILDREN OF THE ATOM

RETRO GAMER

X-men Children of the Atom (Sega Saturn)



- The gameplay is a combination of fighting and Role Playing Game elements, where each character has a unique set of abilities and can use special moves.

- Players can level up their characters and upgrade their abilities as they progress through the game.

X-MEN CHILDREN OF THE ATOM

- The game features a diverse cast of characters from the X-Men universe including Wolverine, Gambit Psylocke and Jean Grey.

- Each character has their own strengths and weaknesses and players can choose the one that best suits their play-style.

SEGA SATURN

RETRO Magazine

X-MEN CHILDREN OF THE ATOM

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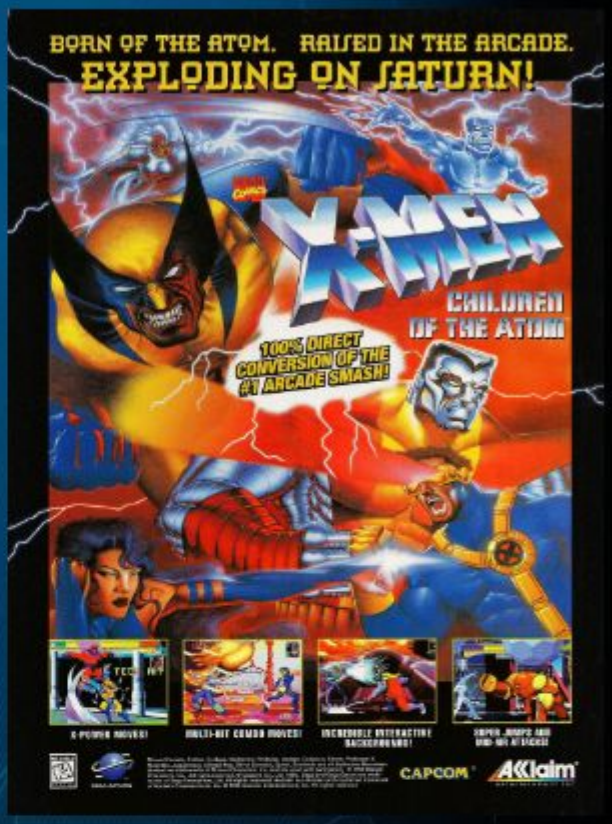
X-men Children of the Atom (Sega Saturn)



- "X-Men: Children of the Atom" features colorful and detailed graphics with a mix of anime-style character designs and comic book-inspired backgrounds.

X-MEN CHILDREN OF THE ATOM

- The game's soundtrack is equally impressive with a catchy and energetic soundtrack that complements the gameplay.

- "X-Men: Children of the Atom" is considered a classic fighting game and a precursor to the popular Marvel vs. Capcom series.

- The game's unique blend of fighting and Role Playing Game elements has influenced many other games in the genre.

SEGA SATURN

RETRO Magazine

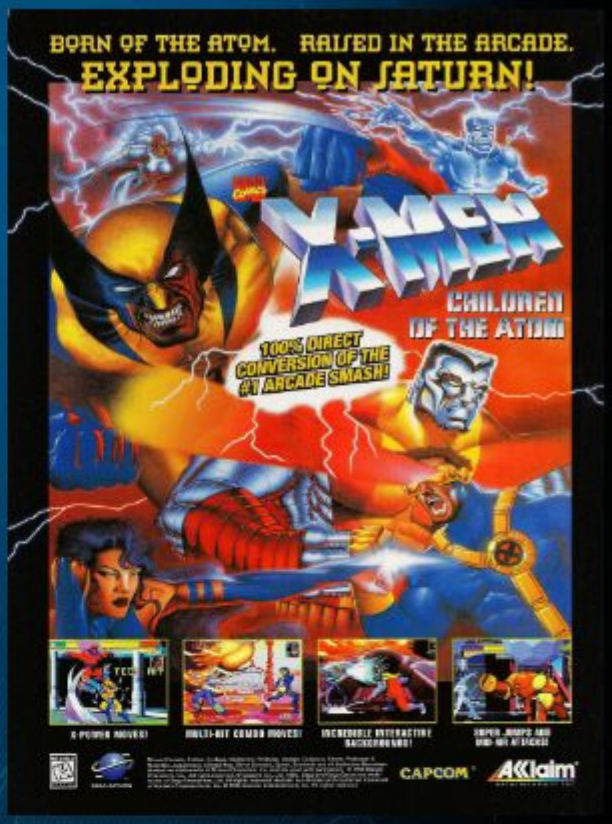
X-MEN CHILDREN OF THE ATOM

RETRO GAMER

X-men Children of the Atom (Sega Saturn)

Overall "X-Men: Children of the Atom" is a beloved classic among fans of fighting games and the X-Men franchise.

Its unique gameplay mechanics colorful graphics and engaging story make it a must-play experience for anyone interested in retro gaming.



X-MEN CHILDREN OF THE ATOM

SEGA SATURN

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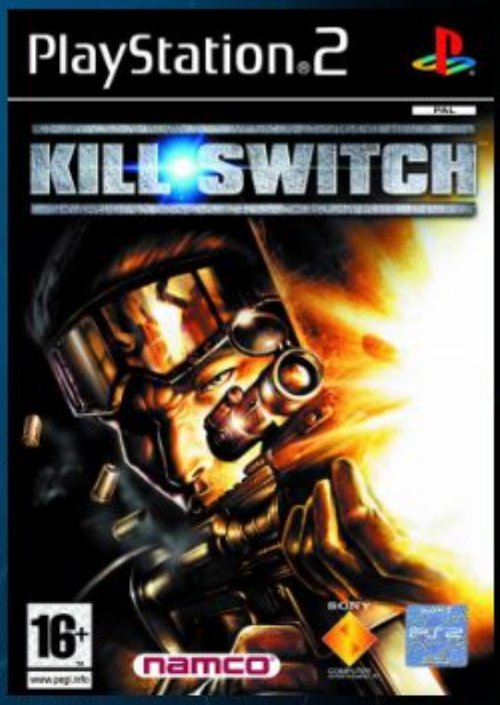
KILL SWITCH

GAMER

Kill Switch



"Kill Switch" is a third-person shooter video game developed by Namco and released in 2003 for the PlayStation 2/Xbox and Microsoft Windows.

It is often noted for its innovative "snap aiming" mechanic and cover system, which would later influence many other shooters in the genre.

- The game introduced a cover system that allowed players to take cover behind various objects in the environment making it easier to navigate battles strategically.

- The "snap aiming" feature enabled players to quickly aim at enemies by snapping the camera to them when in cover allowing for a more fluid combat experience.

KILL SWITCH

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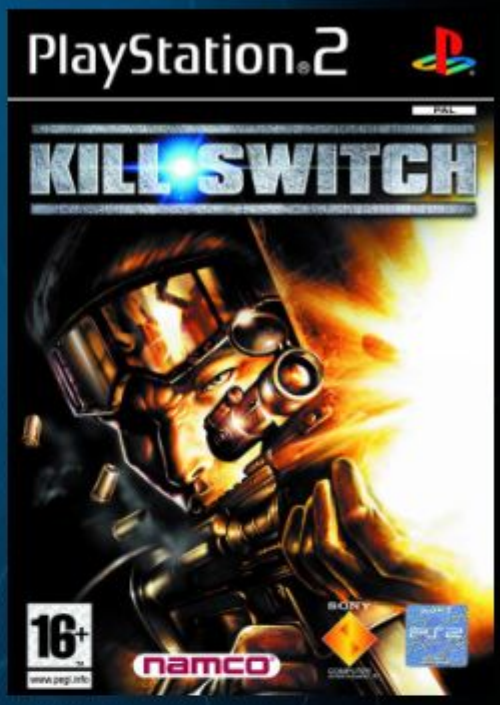
KILL SWITCH

GAMER

Kill Switch



- Players control a character named Michael Swift, a mercenary with a mysterious past.

The storyline involves a conflict filled with conspiracies and uncovering the truth behind a corporate plot.

- The narrative unfolds through various missions each with a different setting and objectives.

- The game features detailed graphics for its time with diverse environments character models and a cinematic approach to storytelling.

- The sound design includes immersive audio effects voice acting and a fitting soundtrack enhancing the overall experience.

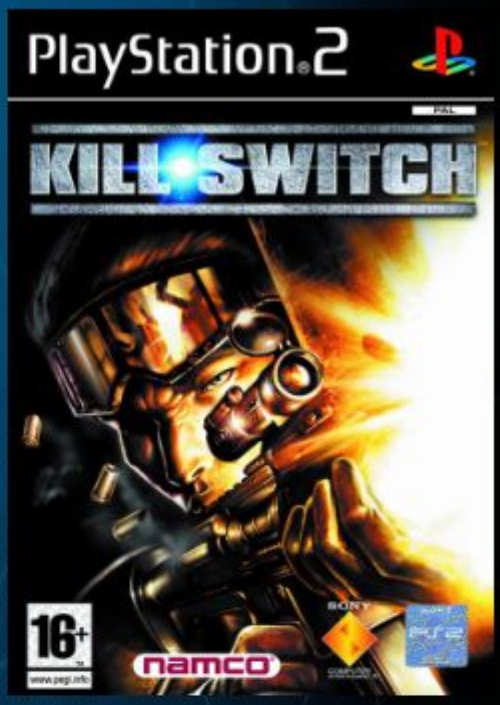
- "Kill Switch" received generally positive reviews upon release praised for its innovative gameplay mechanics and engaging combat.

KILL SWITCH

RETRO Magazine

KILL SWITCH GAMER

Kill Switch



- The game has been recognized as a precursor to the modern cover-based shooting mechanics seen in later titles like "Gears of War" and "Uncharted."

- While it may not have been a commercial blockbuster "Kill Switch" is often referenced in discussions about the evolution of shooter games particularly for its influence on the development of cover systems in gaming.

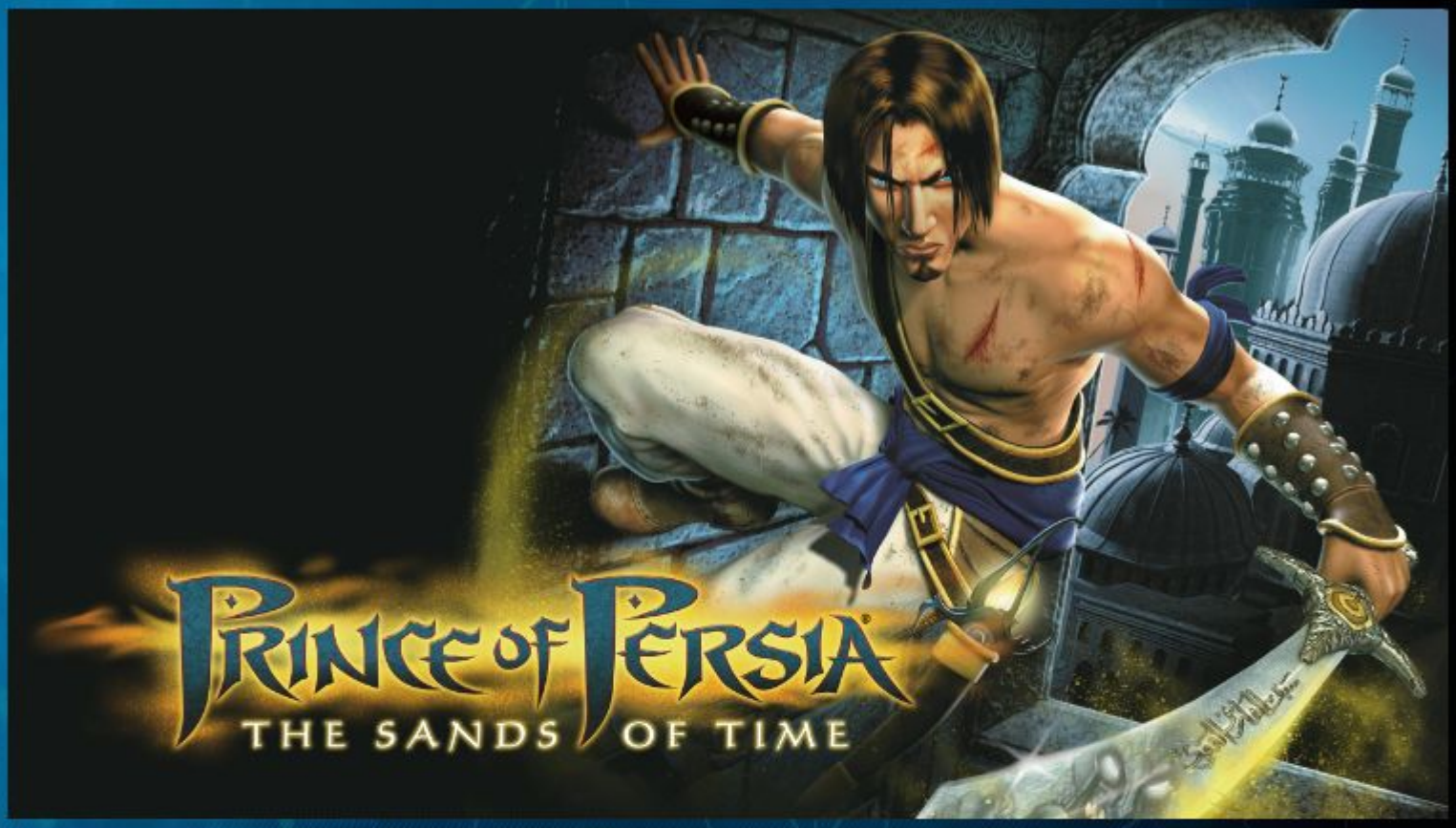
Overall "Kill Switch" stands out as a significant title in the history of third-person shooters due to its innovative gameplay mechanics and its role in shaping future games in the genre.

KILL SWITCH

RETRO Magazine

PRINCE OF PERSIA THE SANDS OF TIME

GAMER



Prince Persia The Sands of Time

"Prince of Persia: The Sands of Time" is an action-adventure platform video game developed and published by Ubisoft.

Released in late 2003 for various platforms the game is a re imagining of the classic 1989 title "Prince of Persia.

" It has received critical acclaim for its innovative gameplay mechanics, engaging story, and beautiful visual design.

PRINCE OF PERSIA THE SANDS OF TIME

RETRO Magazine

PRINCE OF PERSIA THE SANDS OF TIME

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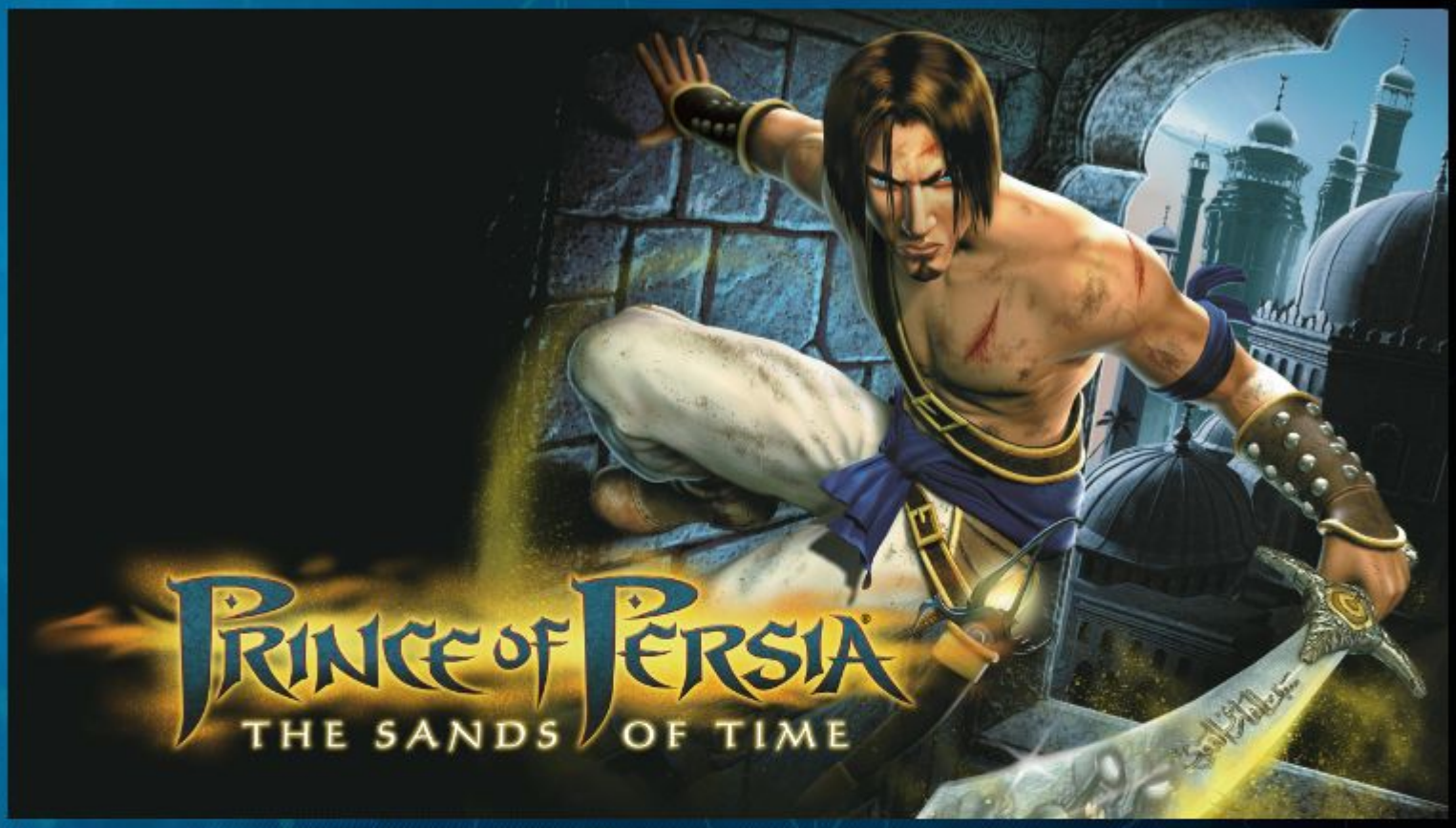


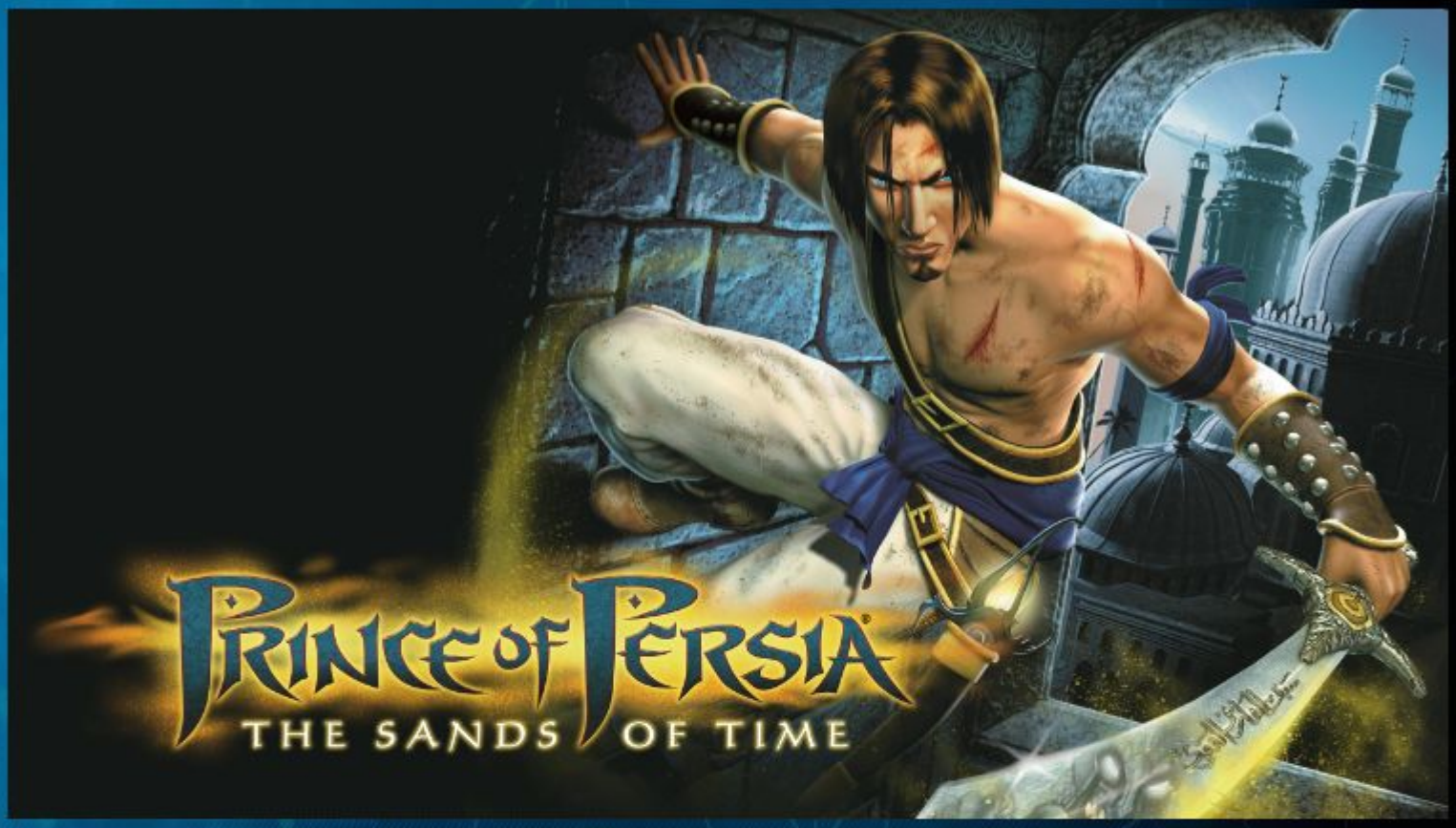
Prince Persia The Sands of Time

- The game follows a young Prince (the player character) who inadvertently releases the Sands of Time while exploring the palace of Azad.

The Sands grant the power to control time but also unleash a deadly curse on the kingdom.

- The Prince teams up with Princess Farah to reclaim the sands and restore order, culminating in a journey filled with adventure, betrayal, and self-discovery.

PRINCE OF PERSIA THE SANDS OF TIME

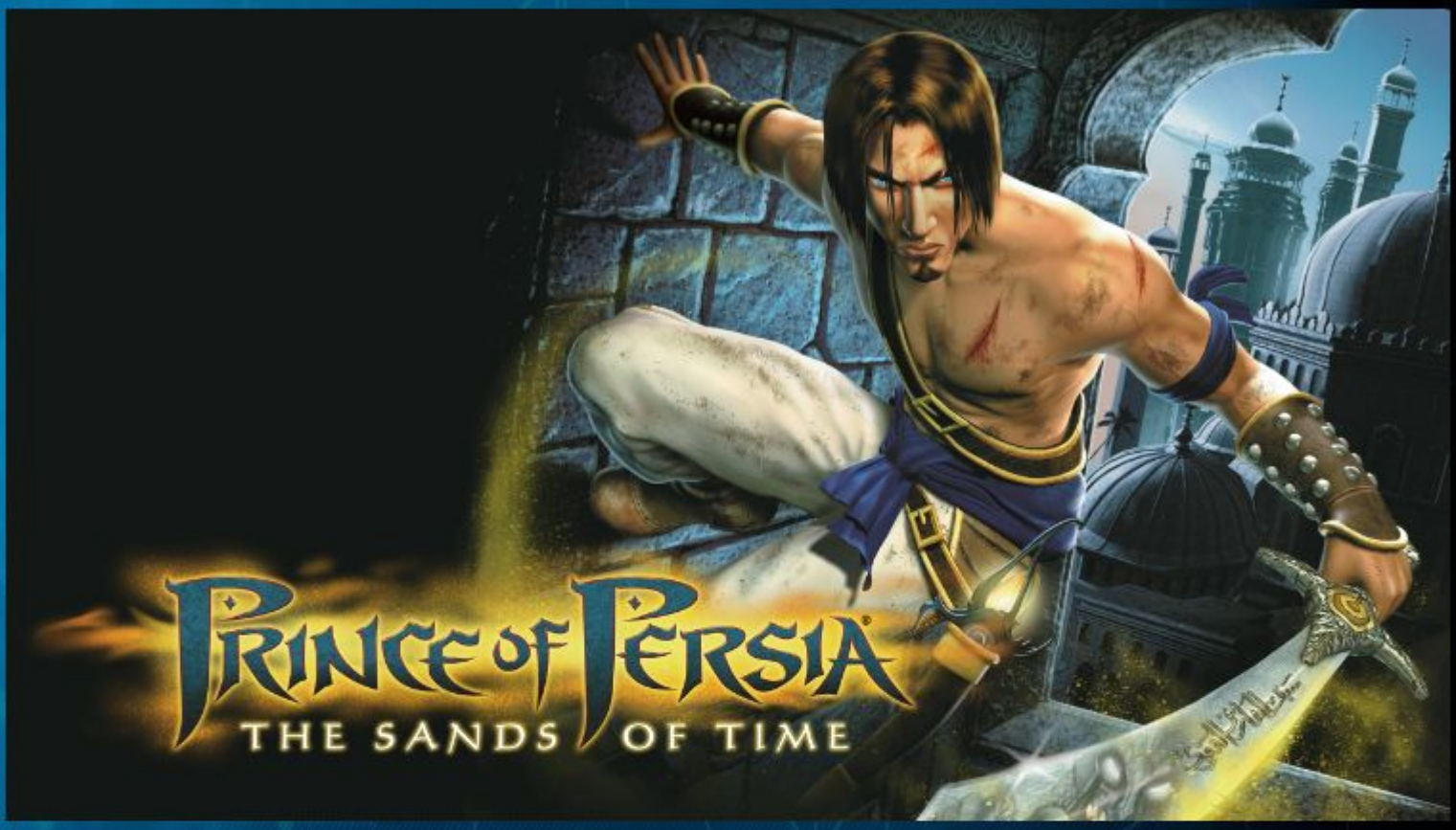


Prince Persia The Sands of Time

Gameplay Mechanics:

Time Manipulation**: One of the defining features is the ability to control time.

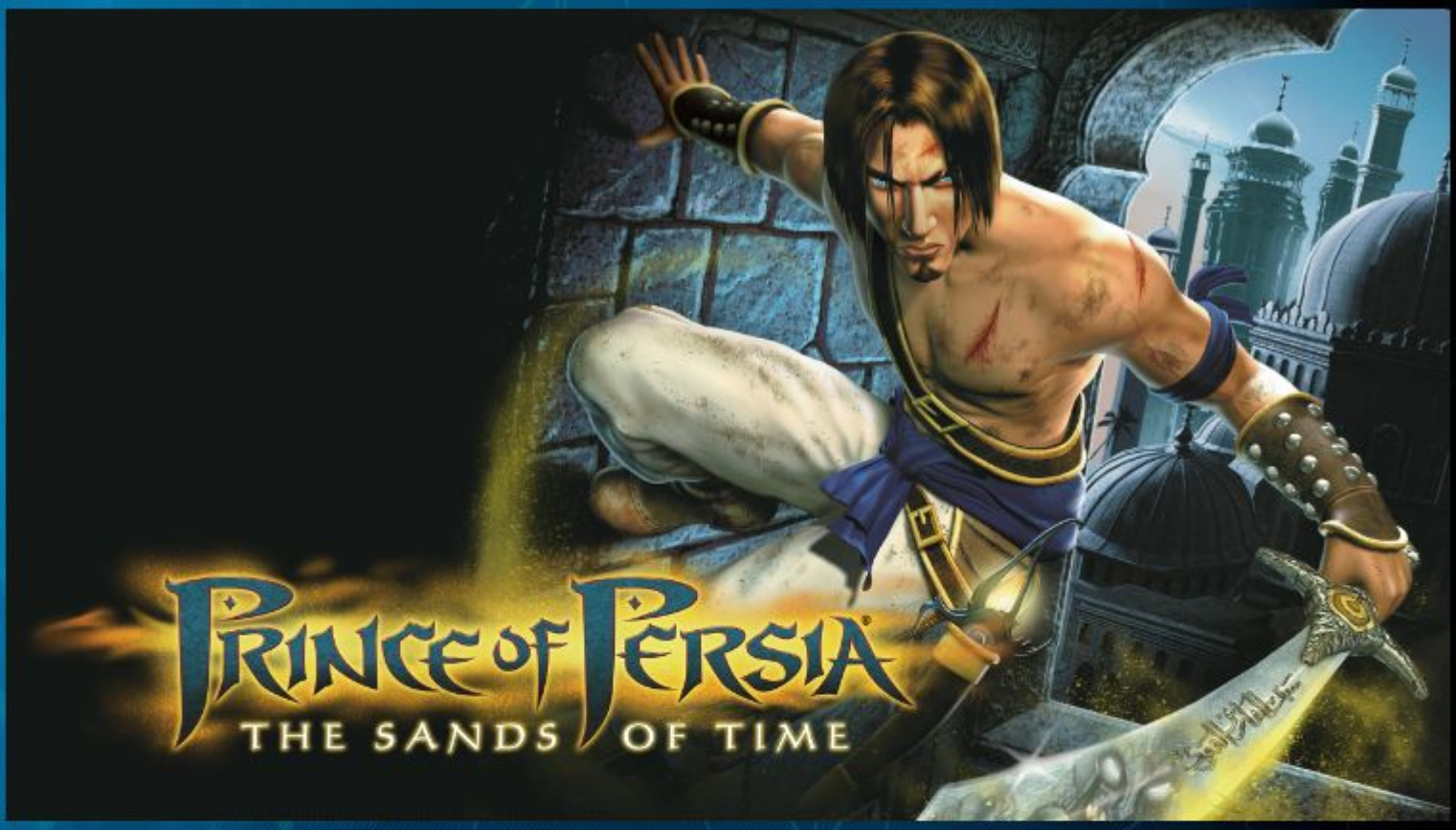
Players can rewind, pause, or slow down time to solve puzzles, avoid deadly traps, and navigate the environment more effectively.



Prince Persia The Sands of Time

The game features expansive level designs with various obstacles, requiring players to use a combination of parkour-like movements, wall-running, and acrobatics to progress through the environment.

- **Combat**: The combat system combines melee attacks, acrobatics, and the use of the Prince's agility to defeat enemies. Players can chain combos and use the environment to their advantage.



Prince Persia The Sands of Time

- "The Sands of Time" is praised for its stunning visuals, richly designed environments, and fluid animations, showcasing the artistic direction that blends historical and fantastical elements.

- The soundtrack features a mix of orchestral and Middle Eastern-inspired music, further immersing players in the game's atmosphere.

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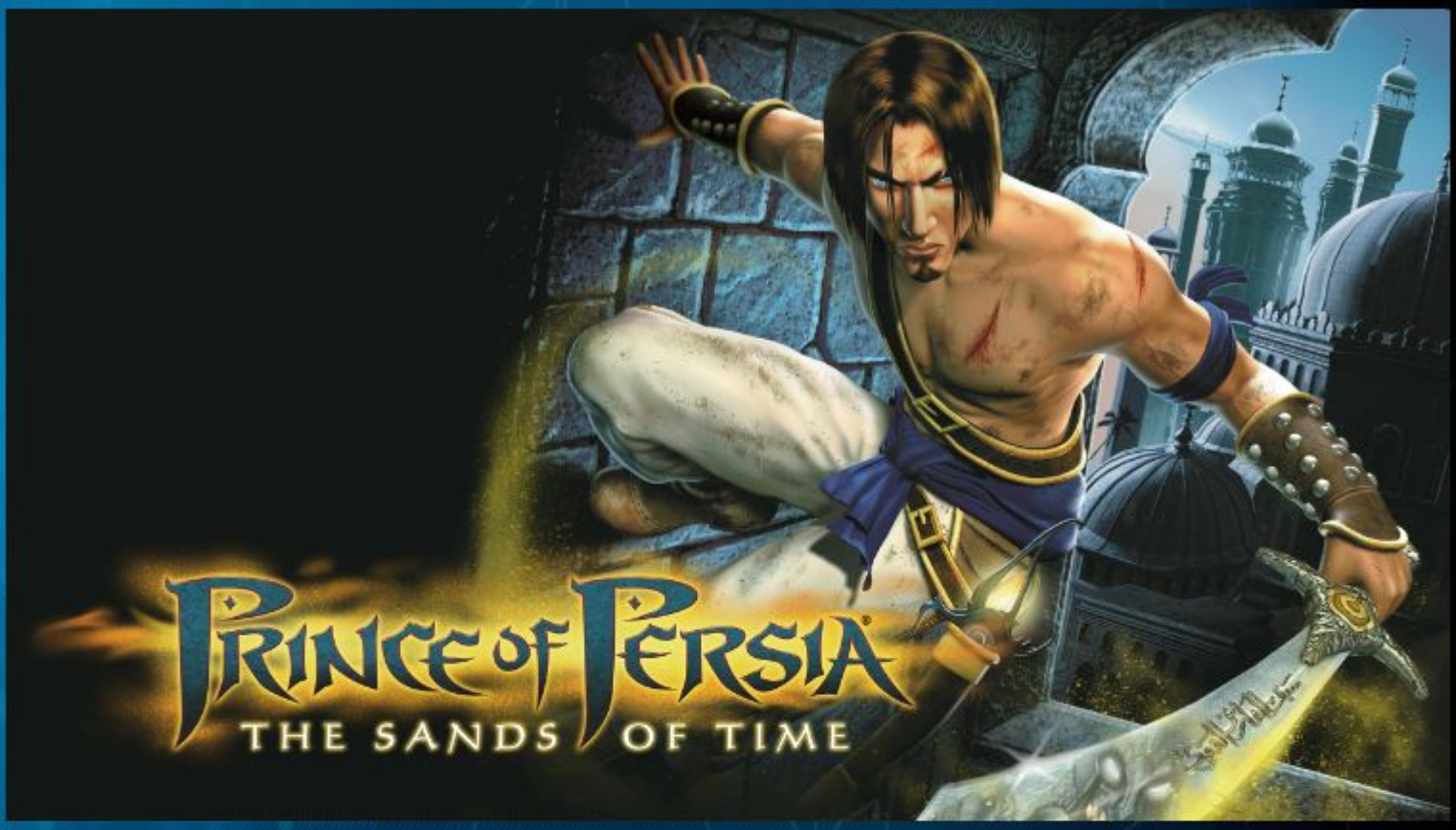
PRINCE OF PERSIA THE SANDS OF TIME

GAMER

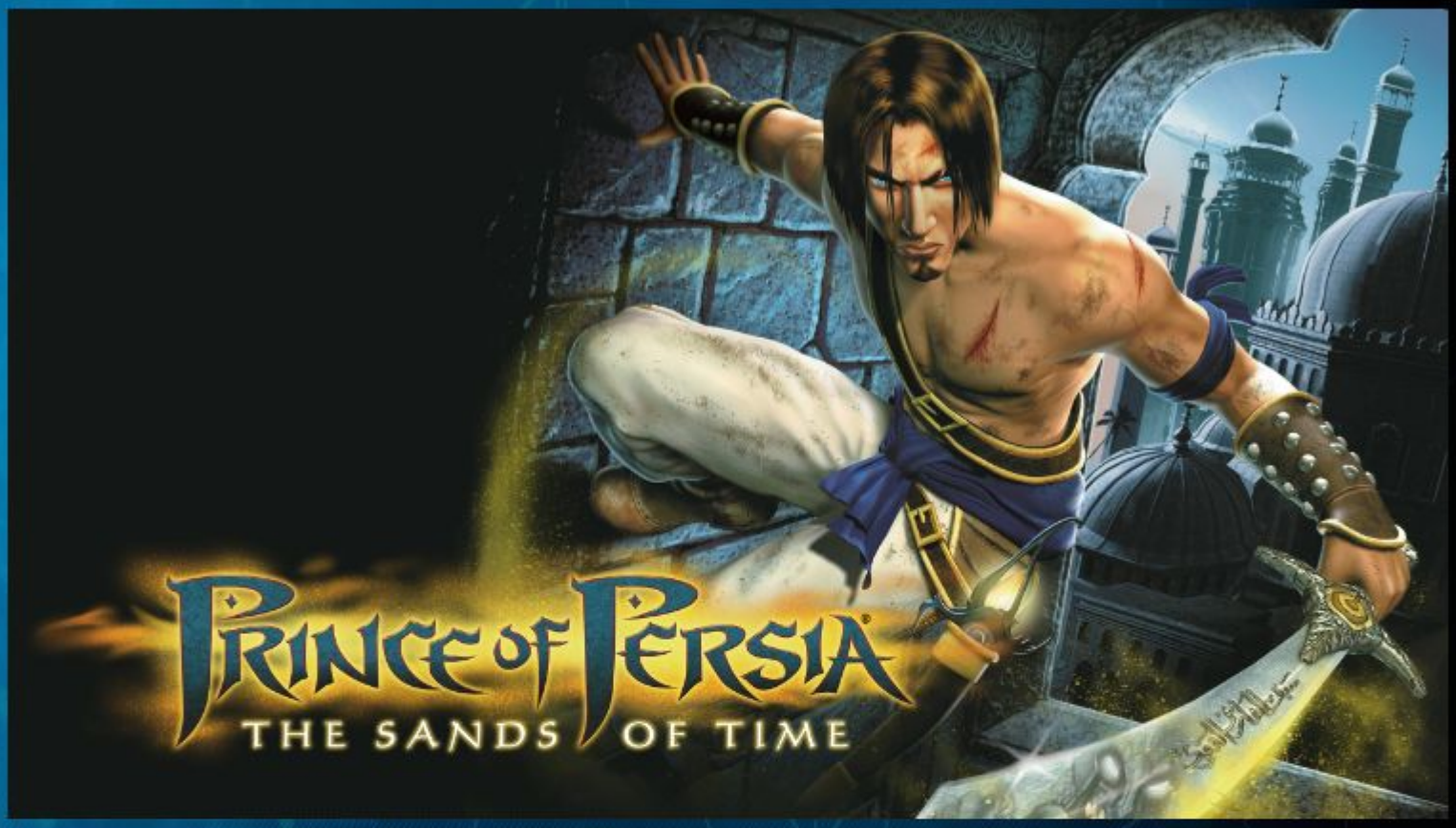


Prince Persia The Sands of Time

- The game received widespread acclaim for its innovative gameplay and storytelling, winning several awards, including Game of the Year from various outlets.

- It was particularly noted for its time mechanics and fluid movement system, setting a new standard for platforming action games.

PRINCE OF PERSIA THE SANDS OF TIME

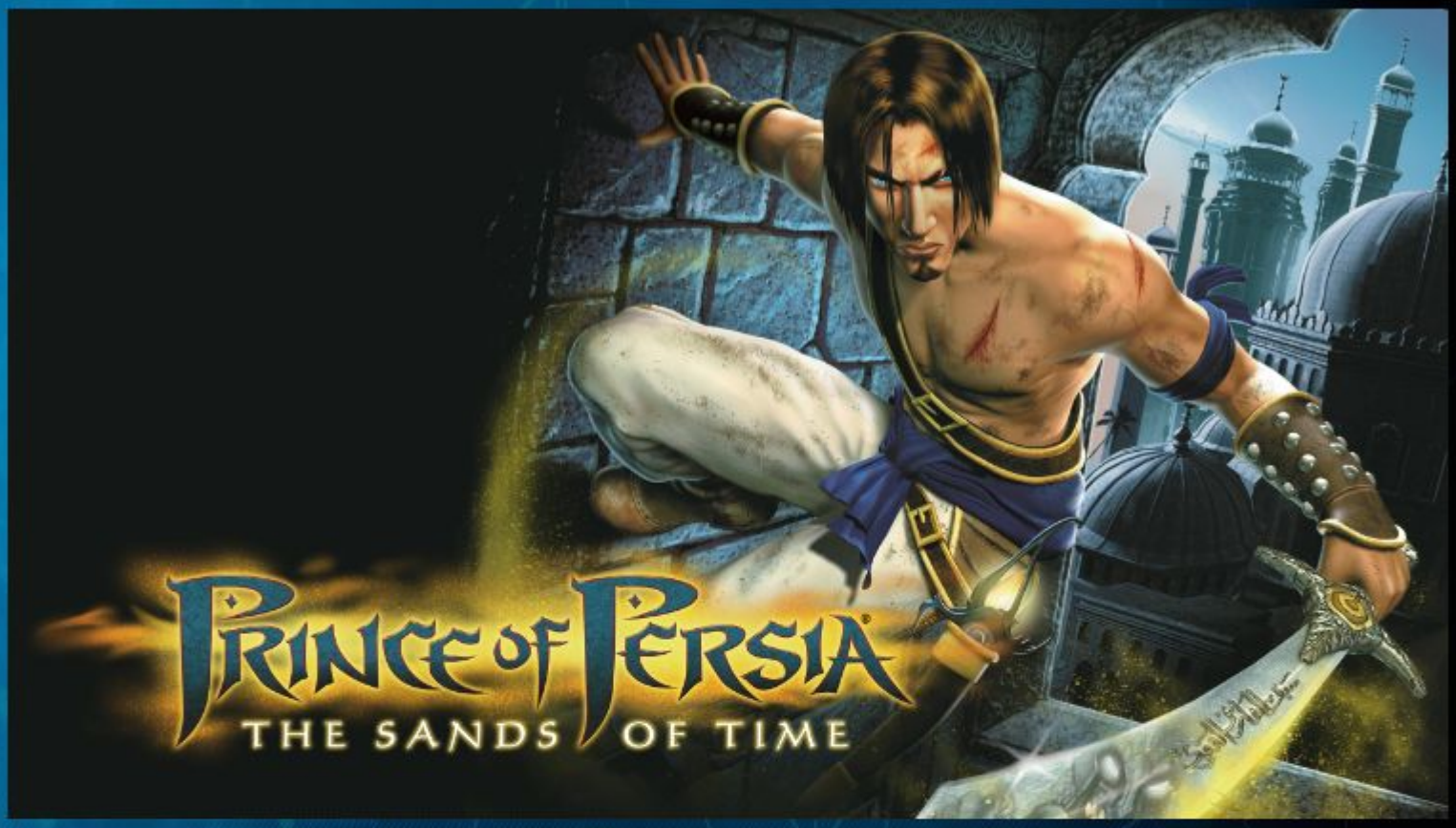


Prince Persia The Sands of Time

- "Prince of Persia: The Sands of Time" spawned several sequels and spin-offs, further developing the story and gameplay mechanics.

It is often credited with revitalizing the action-adventure genre and has a lasting impact on game design.

PRINCE OF PERSIA
THE SANDS OF TIME



Prince Persia The Sands of Time

- A remake of the game was announced, intended to enhance the original experience for modern platforms, though its release has been delayed and faced several challenges.

Overall, "Prince of Persia: The Sands of Time" remains a landmark title in video game history, celebrated for its creative gameplay, engaging story, and visual artistry.